ATARI 400/800
16K DISK

FUNSOFT

presents

TIME RUNNER

ATARI
400/800

TIME RUNNER

THE RUSH IS ON....

The rush is on to stake out as much space for yourself in as little time as possible. You'll have to develop your own strategy considering that the defender-droids are not very friendly. In fact, they're out to get you! Rely on your speed and cunning to evade them or your ability to momentarily shake them up. Be careful, not all space is the same. Hyperspace begins to vanish as you capture it. Make sure you can take it on the first try. Otherwise it may be worthless when you eventually get back to capture it. Good luck!

TO BEGIN PLAY

TIME RUNNER will load on any ATARI 400/800 personal computer with at least 16K of user memory.

LOADING INSTRUCTIONS-CASSETTE

Turn your computer OFF. Then insert the TIME RUNNER cassette into your program recorder. Rewind the cassette tape if necessary. Turn the computer ON while depressing the computer's START key. When the computer beeps, press the recorder's PLAY button and then the computer's RETURN key. Loading will now start and a LOADING: TIME RUNNER message will be displayed on the screen in about 15 seconds. The complete load will take approximately 5 minutes. Please be patient as the computer's entire 16K of memory is being filled to give you the best possible game. When the program is done loading, a colorful TIME RUNNER title display will appear. Press the computer's START key to begin play. Please note that a backup copy of the program is recorded on the reverse side of the tape for your convenience.

LOADING INSTRUCTIONS - DISKETTE

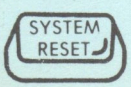
Turn your computer OFF. The insert the TIME RUNNER diskette into drive 1 and close the drive door. Turn your computer ON. After a few seconds a LOADING: TIME RUNNER message will be displayed on the screen. When the program is done loading (in about 30 seconds) a colorful TIME RUNNER title display will appear. Press the computer's START key to begin play.

JOYSTICK CONTROL

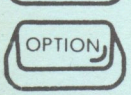
TIME RUNNER requires that one joystick controller be plugged into controller jack 1.

Use the joystick to move about the play space. PUSH the joystick BUTTON to JUMP and FLIP the defender-droids. Be careful--the relief is only temporary and you only have 3 JUMP and FLIPS per life. You may find other ways of shaking up a defender droid. A hint--get them while they're not looking.

GAME CONTROLS

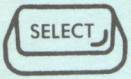


A NO-NO !
NEVER PRESS THIS KEY



BEGINNER OR EXPERT !

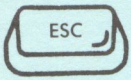
Press this key during game play to switch between BEGINNER (SLOW) and EXPERT (FAST) play speeds. The game starts in the EXPERT mode.



COASTING ALONG

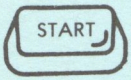
Press this key during game play to switch between the COAST and DIRECT move modes.

In the COAST mode you will continue moving in your current direction if you let the joystick return to its neutral position. The COAST mode saves wear and tear on both the joystick and your hand.
In the direct mode you will stop moving if you let the joystick return to its neutral position. The DIRECT mode gives you more control during game play and makes stopping easier but you have to work harder.



TAKE A REST

Press this key during game play for a PAUSE. This is useful to stop for a drink or snack, that phone call or just to catch your breath and think a while. Press the START key to restart the game.



HERE WE GO !

Press this key to start game play or to restart game play after a PAUSE.

SOUND OFF !

Is the beeping sound that goes along with your movement beginning to get to you? Never fear! Starting with PHASE 3 this sound effect will be automatically turned OFF. You are right if you thought there is no BEEP key on your ATARI.

SCORING

Your success in the"space rush" is measured by the score you achieve during your space existence.

On ODD numbered PHASES, 1,3,5....you are playing on the RUSH screen. During RUSH you score points as you trace around the "space"rectangles. The big points are to be had with the BONUS that decreases with time. If you take risks and go as fast as possible, you can really get alot of bonus points. You receive the displayed BONUS points only if you successfully complete a screen.
On EVEN numbered PHASES, 2,4,6....you are playing on the COUNTDOWN screen. During COUNTDOWN you score points whenever you completely trace around a "hyperspace" rectangle. You receive the displayed point value in the rectangle as you complete it.

Normally you have three "space lives" per game. However as a reward for outstanding play, you will receive an additional life for each 10,000 points scored.

REPLACEMENT POLICY

Please fill out the enclosed product registration card and return it to us to be covered by our warranty. If your cassette or disk fails within 90 days of purchase, return it to us along with a copy of your purchase receipt and we will replace it free. After 90 days, enclose $5.00 with the cassette or disk only. Sorry without the registration card you are not covered by our warranty.

Thank-you for having purchased a FUNSOFT® product. Look for other FUNARCADE® , FUNSTRATEGY® , and FUNLEARNING® products at your local computer software dealer in the future.

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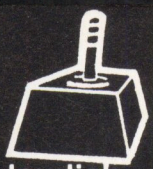
TIME RUNNER

FEATURES

- FAST ARCADE ACTION
- 2 GAME LEVELS
  SCREEN 1: RUSH
  SCREEN 2: COUNTDOWN
- MIND BLOWING COLORS
- EASY JOYSTICK CONTROL
- BEGINNER AND EXPERT PLAY SPEEDS
- 20 AUTOMATICALLY ESCALATED DIFFICULTY LEVELS

An adventuresome space pioneer, you have been selected to participate in the 1st Intergalactic "Space Rush."

Newly discovered territory is yours for the taking! All that you have to do is to stake it out as fast as possible. Sounds easy? Well, there are these defender-droids who will block your moves and team up to get you. Also, staking out hyperspace is not so easy. Its value decreases with each additional moment you take to capture it. Are you ready for battle with the defender-droids and incredible space wealth? Take the challenge! Race for it!



Joystick Compatible

Programmed By
Y. Lempereur

MACHINE LANGUAGE
ATARI 400/800
TAPE REQUIRES 16K
DISK REQUIRES 16K
JOYSTICK REQUIRED

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includes MUSIC!

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